Android™ Netrunner™

The Card Game

Learn to Play

Read This First

This booklet teaches the basic rules of *Android: Netrunner*. Before starting, players should read pages 4–15 which contain all the rules necessary to begin playing. If questions arise during play, they can find answers to them in the Rules Reference found online at FantasyFlightGames.com. After finishing their first game, players should see "Advanced Concepts" on page 17.

Welcome to the Future

Humanity has spread itself across the solar system. The Moon and Mars are colonized. A plan to terraform the Red Planet is well underway, hindered only by a bloody civil war. On Earth, a massive space elevator has been built near the equator in the sprawling megapolis of New Angeles, stretching up into low orbit. This elevator is the hub of trade in the solar system, and most people refer to it as the "Beanstalk."

Enormous megaCorps, called corps by most, influence every facet of daily life: food, threedee, music, career choices. Androids—robotic or organic synthetic life forms—have entered the workforce, threatening to upend the social structure and replace cheap human labor.

Everyone relies on the Network, the all-seeing, all-hearing grid that surrounds Earth and reaches out into the solar system beyond. The Network connects everyone to more information than they could ever need—it is the backbone of modern civilization, and it has become a battlefield of corporate and criminal interests struggling to control the flow of that information.

Computers have continued to advance along with discoveries in the field of neurobiology. The physical mouse and keyboard are archaic relics; gestural interfaces and virt displays are commonplace. Elite users "jack in," plugging the computer directly into their brains.

Rogue operators—computer specialists with the hardware, software, and raw talent to challenge the system—use the sprawl of the net to their advantage. They are runners. This is their story.

Game Overview

Android: Netrunner is an asymmetrical game for two players. One player is the **Runner**, a rogue hacker armed with bleeding-edge gear and software that they use to attack the servers of megacorps. The other player is the head of a powerful **Corporation**, or **Corp**, who will relentlessly pursue their goals while attempting to thwart the Runner's attacks.

During a game of *Android: Netrunner*, the Runner uses their turns to build a rig of hardware and programs that they can use to steal agendas from the Corp's servers. The Corp must defend their servers from the Runner's attacks while trying to advance agendas before the Runner can steal them. The first player to have seven points worth of agendas wins!

The Living Card Game

Two players can play *Android: Netrunner* using only the contents of this core set. However, *Android: Netrunner* is also a Living Card Game (LCG®) that evolves over time with regularly released expansions. Each expansion offers players additional cards that add variety, new customization options, and rich themes to the game. Unlike most collectible card games, all LCG expansions have a fixed distribution—there is no randomization to their contents.

Components

The components in the game are presented here for identification purposes. A complete anatomy of each card can be found in the Rules Reference.

114 Runner Cards

- 33 Anarch Cards
- 33 Criminal Cards
- 33 Shaper Cards
- 15 Neutral Cards

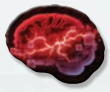
133 Corp Cards

- 28 Haas-Bioroid Cards
- 28 Jinteki Cards
- 28 NBN Cards
- 28 Weyland Cards
- 21 Neutral Cards

41 One-Credit/ Advancement Tokens

8 Five-Credit Tokens

10 Bad Publicity/ Tag Tokens



6 Brain Damage Tokens

20 Generic Tokens

Runner Actions
: Draw 1 card from your stack.
: Gain 1 .
: Play an event.
: Install a program, piece of hardware, or resource.
, 2 : Remove 1 tag.
: Make a run.

2 Reference Cards

2 Click Tracker Cards

7 Click Tracker Tokens

Corporations and Runners

During each game of *Android: Netrunner*, one player assumes the role of a Corporation, or Corp, and another player assumes the role of a Runner. When this rulebook refers to either the "Corp" or the "Runner," it is referring to the player assuming that role.

Tutorial Setup

This section walks the players through setting up their first game.

1. ***Gather Identity Cards:*** One player should be the Corp player and take the Weyland identity card (card number 108). The other player is the Runner and takes the Gabriel Santiago identity card (card number 19). Each player places their card faceup in their play area; this is their **IDENTITY** for this game.

2. ***Gather Tutorial Decks:*** Each player should gather the cards listed to the right for their deck. (It is important to note that these decks do not follow the standard deckbuilding rules and restrictions found in "Deckbuilding" on page 30.)

3. ***Create Token Bank:*** Place the credit, advancement, and generic tokens in piles that are in reach of both players.

4. ***Draw Cards:*** Each player draws the top five cards from their deck and places them in their hand.

5. ***Gain Credits:*** Each player gains five credits from the token bank and places them in their play area.

Tutorial Corp Deck

- **Weyland** (108) ..... Identity
- 2x Rototurret (69) ..... ICE
- 2x Biotic Labor (72) ..... Operation
- 3x Green Level Clearance (73) ..... Operation
- 3x Celebrity Gift (89) ..... Operation
- 3x Pop-up Window (99) ..... ICE
- 2x Tollbooth (100) ..... ICE
- 3x Project Atlas (110) ..... Agenda
- 1x The Cleaners (111) ..... Agenda
- 2x Hive (118) ..... ICE
- 2x Ice Wall (119) ..... ICE
- 3x Beanstalk Royalties (121) ..... Operation
- 2x Priority Requisition (125) ..... Agenda
- 2x Private Security Force (126) ..... Agenda
- 2x Melange Mining Corp (127) ..... Asset
- 3x PAD Campaign (128) ..... Asset
- 3x Enigma (129) ..... ICE
- 3x Wall of Static (131) ..... ICE
- 3x Hedge Fund (132) ..... Operation

Tutorial Runner Deck

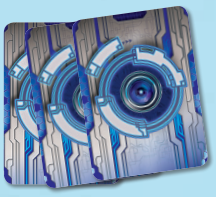
- **Gabriel Santiago** (19) ..... Identity
- 3x Mimic (13) ..... Program
- 1x Ice Carver (15) ..... Resource
- 3x Liberated Account (16) ..... Resource
- 1x Xanadu (18) ..... Resource
- 3x Easy Mark (20) ..... Event
- 2x Forged Activation Orders (22) ..... Event
- 2x Doppelgänger (25) ..... Hardware
- 1x HQ Interface (26) ..... Hardware
- 3x Aurora (27) ..... Program
- 3x Peacock (30) ..... Program
- 1x Sneakdoor Beta (32) ..... Program
- 2x Diesel (38) ..... Event
- 3x Modded (40) ..... Event
- 1x The Maker's Eye (43) ..... Event
- 2x Tinkering (44) ..... Event
- 1x The Personal Touch (47) ..... Hardware
- 2x Infiltration (55) ..... Event
- 3x Sure Gamble (56) ..... Event
- 3x Armitage Codebusting (59) ..... Resource

Game in Progress–Example

SCORE AREA

CLICK TRACKER

HQ (HAND)



CREDIT POOL

ARCHIVES (DISCARD)

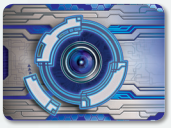
R&D (DECK)

IDENTITY CARD

REMOTE SERVER

REMOTE SERVER

ICE



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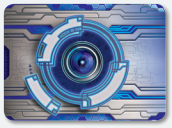

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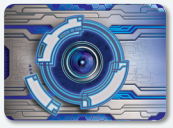


Corp Play Area

TOKEN BANK

Runner Play Area

RIG

PROGRAM ROW

HARDWARE ROW

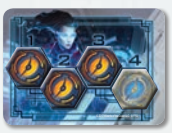
RESOURCE ROW

IDENTITY CARD

STACK (DECK)

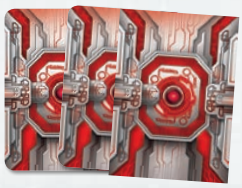
HEAP (DISCARD)

CLICK TRACKER



SCORE AREA

CREDIT POOL



GRIP (HAND)

Basic Concepts

Identity (ID)

Identity cards start the game in play and represent the specific Runner or Corp that a player is controlling. A player's identity card defines their faction and provides them with a special ability to use throughout the game. (**Note**: The Corp's identity card also represents their HQ for the purposes of card installation.)

RUNNER ID

CORP ID

Agendas

An agenda is a type of Corp card that represents valuable pieces of data. Over the course of the game, the Runner must find and steal these agendas, and the Corp must advance and score them.

Each agenda is worth a number of agenda points. The first player to score or steal 7 agenda points wins the game.

Project Beale
3
2
AGENDA: Research
When you score Project Beale, place 1 agenda counter on it for every 2 advancement tokens on it over 3.
Project Beale is worth 1 additional agenda point for each agenda counter on it.

AGENDA POINTS

AGENDA CARD

Clicks and Credits

During a game, both the Corp and Runner will have to manage their resources, which are represented by **CLICKS** and **CREDITS**.

A click (◎) is the basic work resource in *Android: Netrunner*. Both the Corp and Runner have a finite number of clicks to spend during each of their turns. Clicks are used to perform actions and resolve abilities.

A credit (◈) is the basic wealth resource that each player uses to play cards and pay for various abilities. Credits are represented by tokens in values of one or five credits.

Credit Tokens

Most Runner cards and some Corp cards have a credit cost that a player must pay to play the card. A card's credit cost is presented on the upper-left corner of the card and is encircled by a credit (◈) icon.

When a player spends credits, they return them to the token bank.

Paid Abilities

Some card abilities have costs that a player must pay before the effect of that ability can be resolved. These abilities are called **PAID ABILITIES**. An ability's cost is always listed in **bold** before its effect, using the format "**cost**: effect."

The most common costs are spending clicks (◎), spending credits (◈), and trashing the card (🗑). Some abilities feature a combination of costs.

If the player cannot pay the full cost of an ability, they may not trigger it.

Tracking Clicks

Both the Corporation and Runner track the clicks they spend during their turns by using a click tracker card. The Corporation's click tracker contains three numbered spaces, and the Runner's click tracker contains four numbered spaces. As the Corporation or Runner spends clicks during a turn, they flip one of their click tokens facedown (blue and gold side up).

The Runner has spent three clicks so far this turn. They have one click remaining.

Servers

For the Runner to win the game, they need to steal agenda cards from the Corp player. These cards can be stolen from the Corp player's hand (**HQ**), deck (**R&D**), or discard pile (**Archives**).

Each of these locations are referred to as **central servers**. The Corp player may also play agenda cards on the table in **remote servers** (described in detail on page 10).

Playing the Game

Android: Netrunner is played over a series of turns. The Corp always takes the first turn of the game.

The Corp and the Runner each resolve their turn using slightly different rules. However, both the Corp and the Runner **must** spend all of their clicks each turn.

The actions that the Corp and Runner can perform by spending clicks are described on page 8 for Corps and on page 12 for Runners. After player spends all of their clicks, their turn ends. Then, the next player begins their turn. Players alternate taking turns until the game ends.

Winning the Game

The primary way that a player wins a game is by gaining agenda points. The Runner wins if they can **steal** seven agenda points from the Corp, and the Corp wins if they can **score** seven agenda points.

Each player can also win the game if their opponent is not careful. If the Corp must draw a card and they have no cards remaining in R&D, the Runner immediately wins the game. Additionally, the Corp wins the game if the Runner suffers too much damage, which is described on page 17.

The Corp's three central servers

HQ

R&D

1
Melange Mining Corp.
Asset
Gain 7.
"The mining bosses are worse than any downstalk crime lords. Tri-Maf, 4K, Yak, I don't care what gangs you got down there. In Heinlein there's just one law: the He3 must flow."
-"Old" Rick Henry, escaped clone
Illus. Emilio Rodriguez

ARCHIVES

The Corp's Turn

During the Corp's turn, the Corp resolves the following three phases in order: Draw Phase, Action Phase, and Discard Phase.

Corp Terms

The Corp's deck is called **R&D** (research and development), the Corp's hand is called **HQ** (headquarters), and the Corp's discard pile is called **Archives**. Cards in *Android: Netrunner* will specifically use these terms when referring to the Corp's deck, hand, and discard pile, as appropriate.

Draw Phase

During the Draw Phase, the Corp draws a card from R&D (their deck) and places it in HQ (their hand).

After drawing a card, the Corp proceeds to the Action Phase of this turn.

Action Phase

During the Action Phase, **the Corp has 3 clicks (◎) to spend** on performing actions and resolving abilities on cards. The Corp can perform the same action or resolve the same ability multiple times during the same turn provided they have enough clicks to spend. The actions that the Corp can perform during the Action Phase are described in detail on page 9.

When the Corp has no remaining clicks to spend, they proceed to the Discard Phase of this turn.

Discard Phase

During the Discard Phase, the Corp must choose and discard cards from HQ down to their maximum hand size. The Corp's maximum hand size is five unless modified by other effects.

When the Corp discards a card from HQ, they place the card **facedown** in Archives and orient it sideways. However, if the card was in play faceup when discarded, it is placed faceup into Archives. The facedown cards are oriented sideways so players can see how many facedown cards are in Archives—this information may be useful to the Runner later.

After the Corp has discarded down to their maximum hand size, if necessary, the Runner begins their turn.

Corporation Action Overview

- ◎: Draw One Card
- ◎: Gain One Credit
- ◎: Play One Operation
- ◎: Install One Card
- ◎, 1⟲: Advance One Card
- ◎, 2⟲: Trash One Resource if the Runner is Tagged
- ◎, ◎, ◎: Purge All Virus Counters

The Corp's Actions

During the Action Phase, the Corp spends clicks to perform the actions described in this section.

Draw One Card

The Corp can spend one click to draw one card from R&D. They take the top card from R&D and place it in HQ.

Gain One Credit

The Corp can spend one click to gain one credit (1[credit]). They take one credit from the token bank and place it in their credit pool.

Play One Operation

The Corp can spend one click to play one operation card from HQ. Operations represent various transactions, interactions, and corporate initiatives that provide the Corp with a variety of one-time effects.

To play an operation, the Corp must pay the card's credit cost in addition to spending a click. Then, they read and resolve the effect described on the card. After resolving an operation's effect, the Corp places the operation **faceup** in Archives.

Beanstalk Royalties
OPERATION: Transaction
Gain 3[credit].
The New Angeles Space Elevator, better known as the Beanstalk, is the single greatest triumph of human engineering and ingenuity in history. The Beanstalk makes Earth orbit accessible to everyone...for a small fee.

OPERATION

Corp Card Types

Priority Requisition
5
3
AGENDA: Security
When you score Priority Requisition, you may rez a piece of ice ignoring all costs.
"If it isn't in my terminal by six p.m., heads are going to roll!"

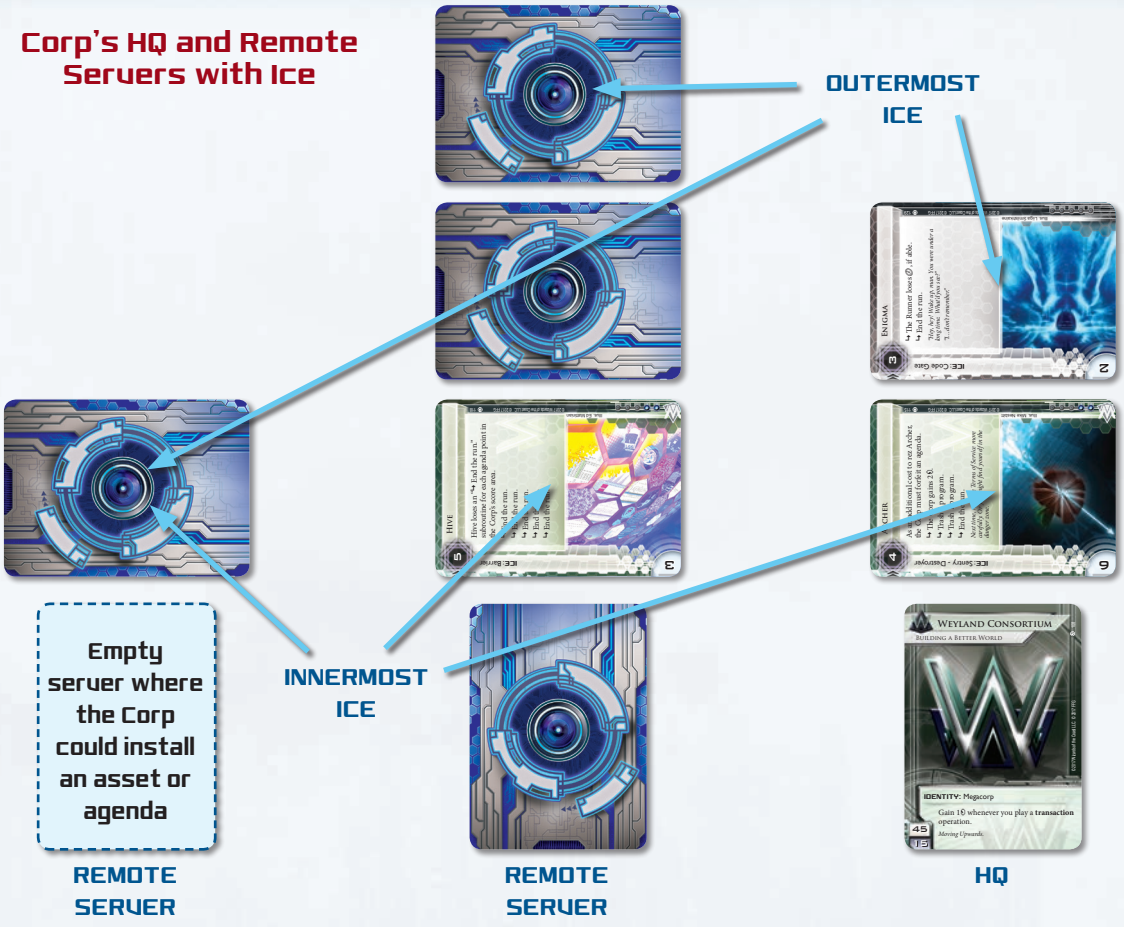
AGENDA

Ronin
ASSET: Hostile
Ronin can be advanced.
If there are at least 4 advancement tokens on Ronin, it gains "[click], [trash]: Do 3 net damage."
"I will serve you...for a time."
2

ASSET

5
ICE: Code Gate
Tollbooth
When the Runner encounters Tollbooth, he or she must pay 3[credit], if able. If the Runner cannot pay 3[credit], end the run.
↳ End the run.
"You've heard of a catch-22? Remind her to forget it."
Illus. Outland Entertainment LLC

ICE



Install One Card

The Corp can spend one click to **INSTALL** an agenda, asset, or ice card. Unlike operations which are resolved immediately and placed in Archives, installed cards remain in play and typically provide the Corp with a variety of persistent effects.

To install a card, the Corp places it **facedown**. Where it is placed depends on the card's type, as follows:

Installing Assets and Agendas (Remote Servers)

A **REMOTE SERVER** is a location where the Corp can install assets, agendas, and/or ice.

When the Corp installs an agenda or asset, they place it **facedown** in their play area, creating a new remote server (or in a remote server that already exists). Each remote server can contain either one agenda **or** one asset. The Corp may have any number of remote servers.

The Corp must **TRASH** any installed assets or agendas in the server where they are installing a new asset or agenda. To trash a card, the Corp places the card in Archives—either faceup or facedown—as it existed in the play area.

Installing Ice

Ice defends the Corp's servers against intrusions by the Runner.

When the Corp installs ice, they must place it above a central or remote server of their choice. The ice protects the chosen server and is placed horizontally to distinguish it from other cards. A server can be protected by multiple ice cards. When installing ice above a server that already has ice above it, the Corp must pay one credit for each ice that was already protecting that server. Then, they must place the ice they are installing in the outermost position above that server.

The Corp can install ice above a server that does not have any cards in it, creating a new remote server where they can install an asset or agenda during a subsequent action.

The Corp may trash any installed pieces of ice above the server where they are installing a new piece of ice. If the Corp trashes a piece of ice, it is placed in Archives in the same state—either faceup or facedown—as it existed in the play area.

The Corp's identity card functions as the play-area representation of HQ. As such, if the Corp wishes to install ice that protects HQ, they place that ice above their identity card.

Advance One Card

The Corp can spend one click **and** one credit to **ADVANCE** one of their installed cards. Agendas can always be advanced. Any other card can only be advanced if it is specifically stated on the card. To advance a card, the Corp places an advancement token on the card they wish to advance.

If there are ever a number of advancement tokens on an agenda equal to its advancement requirement, the Corp may score that agenda during their turn by revealing it and placing it faceup in their score area.

Trash One Resource

This action is not used during the tutorial. It is described in the "Advanced Rules" section on page 20.

Purge All Virus Counters

This action is not used during the tutorial. It is described in the "Advanced Rules" section on page 20.

Rezzing Cards

The Corp's installed cards have two play states: **REZZED**, which means that the card is faceup and active, and **UNREZZED**, which means that the card is facedown and inactive. Each asset, ice, and upgrade (see "Upgrades" on page 17) card has a rez cost. To **REZ** a card, the Corp must pay its rez cost and turn that card faceup. Agendas do not have a rez cost and cannot be rezzed.

After a card is rezzed, it remains rezzed for the duration of the game unless an effect states otherwise.

The Corp can rez asset and upgrade cards at any time without spending a click. The Corp can only rez ice during a run, which is described later (see "Making Runs" on page 13).

The Runner's Turn

During the Runner's turn, they resolve the following two phases in order: Action Phase, and Discard Phase. Unlike the Corp, the Runner does not perform a Draw Phase.

Action Phase

During the Action Phase, **the Runner has 4 clicks (◎) to spend** on performing actions and resolving abilities on cards. The actions that the Runner can perform during the Action Phase are described in detail in the next column.

When the Runner has no remaining clicks to spend, they proceed to the Discard Phase of their turn.

Runner Terms

The Runner's deck is called the **stack**, the Runner's hand is called the **grip**, and the Runner's discard pile is called the **heap**. Many cards in *Android: Netrunner* will specifically use these terms when referring to the Runner's deck, hand, and discard pile, as appropriate.

Discard Phase

During the Discard Phase, the Runner must choose and discard cards from their grip down to their maximum hand size. The Runner's maximum hand size is five unless modified by other effects.

After the Runner has discarded down to their maximum hand size, if necessary, the Corp begins their turn.

The Runner's Actions

During their action phase, the Runner can spend clicks to perform the actions described in this section. The Runner can perform the same action multiple times per turn provided they have enough clicks to spend for each action.

Draw One Card

The Runner can spend one click to draw one card from their stack. They take the top card from their stack and place it in their grip.

Gain One Credit

The Runner can spend one click to gain one credit. They take one credit from the token bank and place it in their credit pool.

Play One Event

The Runner can spend one click to play an event card from their grip. Events represent various jobs, transactions, and behaviors that provide the Runner with a variety of one-time effects.

Special Order
1
Illus. Steve Hamilton
Event
Search your stack for an icebreaker, reveal it, and add it to your grip. Shuffle your stack.
Feverishly tracking its frustratingly slow progress across the Pacific, the package finally shows up hours later...
©2017 Wizards of the Coast LLC. ©2017 FFG
24

Event

To play an event card, the Runner must pay the card's credit cost in addition to spending a click. Then, they read and resolve the effect described on the card. After resolving an event's effect, the Runner places it in the heap.

Runner Action Overview

- ◎: Draw One Card
- ◎: Gain One Credit
- ◎: Play One Event
- ◎: Install One Card
- ◎, 2⟲: Remove One Tag
- ◎: Make One Run

Install One Card

The Runner can spend one click to install a program, resource, or hardware card. Each of these cards contains a credit cost that the Runner must pay in addition to spending a click. Unlike an event that is resolved immediately and placed in the heap, installed cards remain in play and typically provide the Runner with a variety of persistent effects. To install a card, the Runner places it **faceup** in their play area.

Runner Card Types

PROGRAM

5
• Dinosaurus
HARDWARE: Console
Dinosaurus can host a single non-AI icebreaker. The memory cost of the hosted icebreaker does not count against your memory limit.
Hosted icebreaker has +2 strength.
Limit 1 console per player.

HARDWARE

1
Bank Job
RESOURCE: Job
Place 8 from the bank on Bank Job when it is installed. When there are no credits left on Bank Job, trash it.
Whenever you make a successful run on a remote server, instead of accessing cards you may take any number of credits from Bank Job.

RESOURCE

Remove One Tag

This action is not used during the tutorial. It is described in the "Advanced Rules" section on page 20.

Make One Run

To make a run, the Runner spends one click and chooses a server to run against. Runs are the heart of *Android: Netrunner.* Making a run is the main way the Runner can steal agendas needed to win the game. Runs are described in detail next.

Making Runs

When the Runner makes a run against a server, they must pass all of the ice protecting that server in order, starting at the outermost piece of ice. If a piece of ice is rezzed, the Runner must **ENCOUNTER** it (see page 14) before passing it. The Corp has an opportunity to rez each piece of ice as the Runner **APPROACHES** it. Once rezzed, ice remains rezzed for all future runs.

After a piece of ice is passed, the Runner approaches the next piece of ice and repeats this process until all ice is passed. Once all ice protecting a server is passed, the Runner chooses to either **JACK OUT** (see page 15), or access the server (see page 14). Accessing the server results in a **SUCCESSFUL** run.

Approach Order

Outermost to Innermost

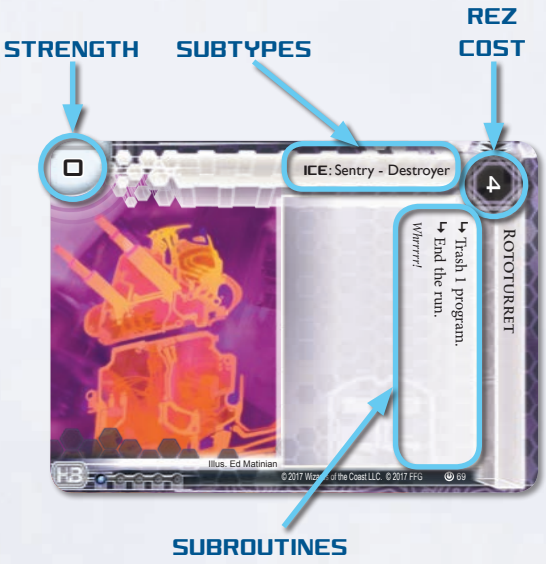
1
Melange Mining Corp.
ASSET
, , : Gain 7.
"The mining bosses are worse than any downstalk crime lords. Tri-Maf, 4K, Yak, I don't care what gangs you got down there. In Heinlein there's just one law: the Fle3 must flow."
- "Old" Rick Henry, escaped clone
1
Illus. Emilio Rodriguez

Remote Server

Encountering Ice

Each piece of ice contains one or more **SUBROUTINES**. A subroutine (↳) is an effect that, if triggered, either negatively impacts the Runner or benefits the Corp.

Ice



When the Runner encounters a piece of ice, they have an opportunity to **BREAK** any subroutines on that card. Then, any subroutines that they did not break are triggered in order, from top to bottom. Rules for breaking subroutines are described below.

To trigger a subroutine, the Corp reads and resolves its effects. Some subroutines contain the phrase, "End the run." When such a subroutine triggers, the run ends immediately. After all unbroken subroutines trigger, if the run has not ended, the Runner passes the ice and the run continues.

Breaking Subroutines

The Runner can use icebreaker program cards to break subroutines (↳) on ice they are encountering.

To break a subroutine, an icebreaker must be able to **INTERACT** with that subroutine's ice. Ice and icebreakers each have a strength value. If the icebreaker's strength is equal to or greater than the ice's strength, that icebreaker can interact with that ice. Most icebreakers have an ability that allows the Runner to increase that icebreaker's strength by spending credits. The Runner can use these abilities as many times as they can pay for them.

If an icebreaker is able to interact with a piece of ice, the Runner can use the icebreaker to break subroutines as described on that icebreaker. There are three primary subtypes of ice: **BARRIER**, **SENTRY**, and **CODE GATE**. Many icebreakers can only break specific subtypes of ice. For example, an icebreaker that has the ability "0⟲: Break **sentry** subroutine" can only be used to break a subroutine on ice with a **sentry** subtype.

The Runner can choose and break any number of subroutines on a piece of ice, and the Runner can use any number of icebreakers to do so, though in most cases, they will likely only want to use a single icebreaker.

Icebreaker Program

ABILITIES
STRENGTH
Illus. Sara K. Diesel
FAERIE
PROGRAM: Icebreaker - Killer
0⟲: Break sentry subroutine.
1⟲: +1 strength.
When an encounter with a piece of ice in which you used Faerie to break a subroutine ends, trash Faerie.
Do you believe in faeries?
2

After an encounter with a piece of ice ends, the strength of each icebreaker resets to the value printed on the card. The Runner can increase that icebreaker's strength again during the same run if they need to.

Successful Runs

After the Runner has passed all pieces of ice protecting a server, they may choose to continue the run and **ACCESS** cards from the server. This is a successful run.

Accessing

The card, or cards, accessed from a successful run depends on the server that was attacked.

R&D: The Runner accesses the top card of R&D. When accessing multiple cards from R&D, those cards are returned in their original order after all of the cards have been accessed.

HQ: The Runner accesses one random card from HQ. When accessing multiple cards from HQ, the Runner does not return any of them to HQ until all of the cards have been accessed.

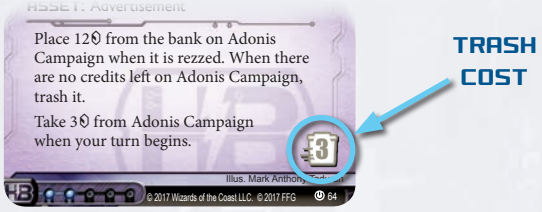
Archives: The Runner flips all cards in the Archives faceup. Then, the Runner accesses all cards in the Archives in the order of their choosing.

Remote Server: The Runner accesses all asset, agenda, and/or upgrade cards in the remote server.

Stealing and Trashing

If the Runner accesses an agenda, they immediately steal it. When the Runner steals an agenda, they set it aside, faceup, in their score area. The Runner wins the game if they have seven or more agenda points in their score area.

If the Runner accesses any other type of card, they look at that card. Then, if the card has a trash cost printed in the lower-right corner, the Runner has the option to spend a number of credits equal to the trash cost to trash that card, placing it **faceup** in Archives.


Place 12 from the bank on Adonis Campaign when it is rezzed. When there are no credits left on Adonis Campaign, trash it.
Take 3 from Adonis Campaign when your turn begins.
3
TRASH COST
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If the Runner chooses not to pay the trash cost, or if that card does not have a trash cost, return it to where it was before it was accessed.

Jacking Out

The Runner has several opportunities to **JACK OUT**, which ends the run. They may wish to do this in order to avoid taking more damage or if they fear the Corp has laid a trap for them. The Runner can jack out during a run at the following times:

- After each encounter with a piece of ice, before encountering the next ice (before the Corp chooses to rez it).
- Before accessing cards in a server.

If at any time the Runner jacks out, even after having passed all ice, the run is considered unsuccessful.

Start The Tutorial Game

Now, players know all the rules necessary to play their first game of *Android: Netrunner*. If questions arise during the game, players can find detailed information about the game's mechanics in the glossary section of the online Rules Reference. After playing their first game, players should read "Advanced Concepts" on page 17 of this document and incorporate the rules described there in all future games.

Run Example

Spending his last click, Bart the Runner initiates a run against one of Olivia's remote servers. Bart has a Gordian Blade, Crypsis, and a Sacrificial Construct installed. He has 7[credit] and three cards in his grip. The remote server has an unrezzed card in it and three pieces of ice protecting it, one of them rezzed. The card in the server has one advancement token on it. Olivia has 10[credit].

Since the first piece of ice protecting the server is rezzed, Bart must encounter it. Gordian Blade already has a strength of 2, and Bart spends 1[credit] to break Enigma's second subroutine, "End the run," and declares he is finished breaking subroutines (**1**). The first subroutine, "The Runner loses [click], if able" resolves, but Bart has no clicks to lose.

Since the ice was passed, Bart approaches the next piece of ice protecting the server and can either continue the run or jack out. He now has 6[credit] in his credit pool, and decides to continue. Olivia has the opportunity to rez cards, but declines to do so. Bart then passes that second piece of ice without encountering it and approaches the innermost piece of ice protecting the server.

Bart once again chooses to continue the run, feeling confident in his credits and his programs in play. Olivia, with 10[credit], again has the opportunity to rez cards. She decides to spend 8[credit] to rez Wall of Thorns, leaving her with 2[credit] (**2**).

Bart encounters Wall of Thorns, spending 5[credit] to boost the strength of Crypsis to 5 (**3**). With only 1[credit] left, he cannot break both subroutines on the Wall of Thorns. He breaks the "End the run" subroutine by spending 1[credit] (**4**), and then must either remove 1 virus counter from Crypsis or trash it. Since there are no virus counters on Crypsis, Bart decides to use Sacrificial Construct and triggers its prevent effect, trashing it instead of Crypsis (**5**).

The first subroutine on Wall of Thorns then triggers and resolves, doing 2 net damage (damage is not used in the tutorial, but is described in "Damage" on page 17). Bart must trash two random cards from his grip. He does so, leaving him with a single card.

Now, Bart has passed every piece of ice protecting the server, he has one last opportunity to jack out. He decides to continue the run. Olivia can now rez cards one final time. Since the unrezzed card in the server is an agenda, she does not rez that card.

The run is considered successful. Bart accesses the unrezzed card. He flips over the agenda, steals it, and adds it to his score area (**6**). He then takes 1 net damage from the Jinteki's identity card ability. The run then ends.

Advanced Concepts

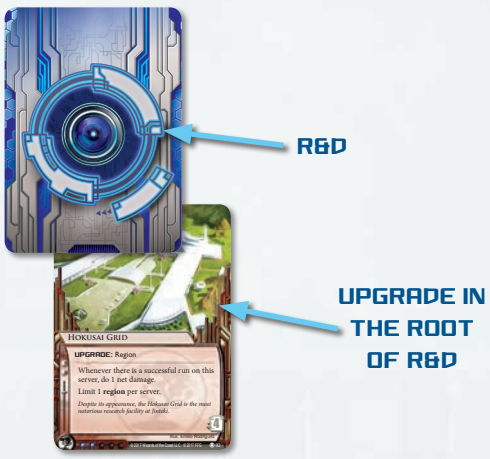
This section describes many of the game's advanced concepts.

Upgrades

An upgrade is a card that represents an improvement to a server. The Corp can spend one click to install an upgrade using the "Install One Card" action. The Corp can install an upgrade in either a central server or remote server. A single server can have any number of upgrades installed in it.

When the Corp installs an upgrade in a central server, they place the upgrade in the server's **ROOT**. A root is a dedicated space below a central server that distinguishes the upgrade from R&D, Archives, or HQ (identity card) of that central server.

Upgrade in a Central Server


R&D
UPGRADE IN THE ROOT OF R&D
HOKUSAI GRID
UPGRADE: Region
Whenever there is a successful run on this server, do 1 net damage.
Limit 1 region per server.
Despite its appearance, the Hokusai Grid is the most notorious research facility at Jinteki.

When the Corp installs an upgrade in a remote server, they place that upgrade in the same location as they would place an agenda or asset—a remote server does not have a root. Upgrades can coexist in a remote server with either an agenda or asset.

If multiple cards exist in the same remote server, the Corp can arrange those cards vertically in such a way that they do not appear to be distinct remote servers. From the Runner's perspective, an installed upgrade is indistinguishable from an agenda or asset until rezzed. However, if there is more than one card installed in a remote server, then the Runner knows that at least one of them must be an upgrade.

Upgrade in a Remote Server

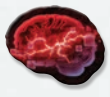
ICE
UPGRADE
ASSET OR AGENDA
HOKUSAI GRID
UPGRADE: Region
Whenever there is a successful run on this server, do 1 net damage.
Limit 1 region per server.
Despite its appearance, the Hokusai Grid is the most notorious research facility at Jinteki.

Damage

Game effects can cause the Runner to suffer damage. When a Runner suffers any amount of damage, they randomly trash a number of cards from their grip equal to that amount. If the Runner cannot trash a card because they have no cards remaining in their grip, they are **FLATLINED** and the Corp wins the game.

There are three types of damage: **NET**, **MEAT**, and **BRAIN**. The Runner resolves damage identically for each of these types of damage. The only difference between the damage types is the cards that may cause or prevent them.

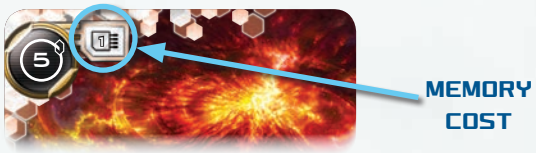
Additionally, brain damage causes a permanent decrease to the Runner's maximum hand size equal to the amount of brain damage they have taken. To keep track of this, the Runner places a brain damage token in their play area for each brain damage they have taken. The Runner's maximum hand size is reduced by the number of brain damage tokens they have.



Brain Damage Token

Memory Units (MU)

Each of the Runner's program cards has a **MEMORY COST** (1, 2, etc.), shown in the upper-left corner of the card next to the credit cost.



The memory cost of all the programs installed in the Runner's play area cannot exceed the number of **MEMORY UNITS (MU)** the Runner has. **The Runner begins each game with four memory units**; some game effects may increase or decrease this value.

If the combined memory costs of the Runner's installed programs ever exceeds their MU, then they must trash programs until this is no longer the case.

Derez

Some Runner abilities force the Corp to **DEREZ** a card. To derez a card, the Corp flips it back to its unrezzed state.

Hosting

Some cards can only be installed on other cards, and some cards allows other cards to be installed on them. A card that has one or more cards installed on it is a **HOST** card. A card that is installed on another card is a **HOSTED** card. These terms also refer to a card that has one or more counters on it—the card is a host and the counters are hosted. Hosted cards and counters can be removed from the play area without affecting their host. However, if a host is removed from the play area, all of that host's hosted cards and counters are also removed from play.

Some abilities require a player to spend a hosted counter. To trigger such an ability, the counters must be spent from the card on which the ability appears.

When a hosted counter is spent, it is placed in the token bank.

Virus Counters

A virus counter is a specific type of hosted counter. The generic tokens can be used to represent virus counters. During their turn, the Corp can spend three clicks to remove **all** hosted virus counters from the play area.

Generic Tokens

Tags

Some game effects give the Runner a tag. When the Runner receives a tag, they place a tag token in their play area.

A Runner can have multiple tags. While a Runner has one or more tags, they are **TAGGED**. While the Runner is tagged, the Corp can spend one click and two credits during their turn to trash one of the Runner's resources. Tags have no other inherent effects, but some card abilities may effect a Runner who is tagged. As an action, a Runner can spend one click and two credits during their turn to remove one tag (see page 20).

Tag

Bad Publicity

Some game effects give the Corp bad publicity. When the Corp receives bad publicity, they place a bad publicity token in their play area.

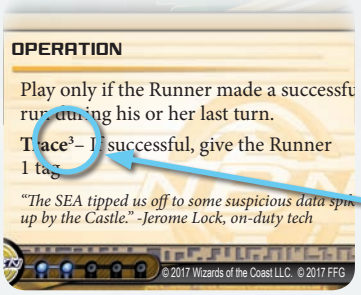
Each time the Runner makes a run, they gain one credit for each bad publicity token the Corp has. The Runner can only spend these credits during that run. At the end of the run, the Runner must return any unspent credits earned through bad publicity to the token bank.

Bad Publicity

Traces and Link

Some Corp abilities cause the players to resolve a **TRACE**. A trace compares the Corp's **TRACE STRENGTH** to the Runner's **LINK STRENGTH**.

A trace is denoted on cards by the word "Trace" followed by a number; that number is the **BASE TRACE STRENGTH**.


OPERATION
Play only if the Runner made a successfu
ru during his or her last turn.
Trace3 – I successful, give the Runner
1 tag
"The SEA tipped us off to some suspicious data spik
up by the Castle." -Jerome Lock, on-duty tech
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BASE TRACE STRENGTH

The Runner's **BASE LINK STRENGTH** is equal to the **LINK** (◱) they have in play. Links can be gained from a Runner's identity card or from other installed cards.

LINK ON RUNNER'S ID

LINK GAINED FROM AN INSTALLED CARD

To resolve a trace, players follow these steps:

1. ***Increase Trace Strength:*** The Corp can spend any number of their credits to increase the trace strength from its base value by one for each credit spent, or they can pass if they do not want to spend any credits.

2. ***Increase Link Strength:*** The Runner can spend any number of their credits to increase their link strength from its base value by one for each credit spent, or they can pass if they do not want to spend any credits.

3. ***Compare Strengths:*** The players compare the Corp's trace strength to the Runner's link strength. If the trace strength **exceeds** the link strength, the trace is successful. If the link strength is **equal to or greater than** the trace strength, the trace is unsuccessful.

4. ***Resolve Trace Effects:*** Each trace ability has one or more effects that are triggered based on the outcome of the trace. If a trace is successful, any "If successful" effects associated with that trace are resolved. If the trace is unsuccessful, any "If unsuccessful" effects associated with that trace are resolved.

Exposing Cards

Some effects force the Corp to **expose** one or more cards. When a card is exposed, it is flipped faceup so the Runner can examine it. After the Runner has examined the card, it is placed facedown in the same state and location it was in prior to being exposed. If multiple cards are exposed by the the same effect, those cards are exposed simultaneously. The Runner cannot examine a facedown card that they exposed during a previous action without using another expose effect.

Hidden Information

Android: Netrunner is a game of information and bluffing. A player can always look at the cards they have installed as well as any cards in their hand or discard pile. Any faceup cards, including those found in either the Runner's heap or Corp's Archives, are open information and can be viewed by both players at any time. The number of cards in a player's hand or deck as well as the amount of credits in a player's credit pool is also open information. All other information must be acquired through effects while playing the game.

Recurring Credits

Some cards provide a player with recurring credits (). The recurring credit icon is always preceded by a number (2). When the Runner installs a card or when the Corp rezzes a card that has a recurring credit icon, a number of credits equal to the number preceding the icon is placed on that card.

A player can only spend recurring credits as instructed by the card that is hosting the credits. Any recurring credits that a player spends are replenished at the beginning of their next turn if the card is still installed and active. Only recurring credits that were spent are replenished. For example, if a player has a card that provides two recurring credits and they spend one of those credits during their turn, then only one credit is replenished on that card at the start of their next turn.

Credit Cost "X"

Some cards have a variable credit cost of "X." Such a card describes how a player determines its cost.

Additional Actions

The following actions are not necessary for the tutorial game, but may be needed in a standard game of *Android: Netrunner.*

Purge All Virus Counters (Corp Action)

The Corp can spend three clicks to purge all of the Runner's virus counters. To purge virus counters, the Runner removes all of them from play and places them in the token bank.

Trash One Resource (Corp Action)

If the Runner is tagged, the Corp can spend one click **and** two credits to trash one of the Runner's installed resource cards.

Remove One Tag (Runner Action)

The Runner can spend one click **and** two credits to remove one tag. They remove the tag from their play area and place it in the token bank.

The Complete Experience

After players have completed the tutorial, understand the game's basic rules, and have tried a few games with the advanced rules, they are ready to build their own decks and play a standard game.

To learn how to build a deck, see "Deckbuilding" on page 30.

Runners

Runners are a fractious and varied group. It's nearly impossible to generalize about them, except to say that individuality is core to their identity. By definition they live outside the law, and as a consequence they mostly lead a solitary existence. They do not have overarching organizations or affiliations, or indeed much of anything that makes any one runner similar to another. They come from all walks of life, vary dramatically in skill sets, goals, and available resources, and don't even have a dress code.

Anarchs

Anarchs have strong contempt for the corporate oligarchs, the whole corrupt system, and often for society in general. Whatever the exact target of their rage, their unifying characteristic is their anger. At their worst, Anarchs just want to watch the world burn. At their best, Anarchs are tireless champions for the downtrodden and oppressed. They're very good at breaking things, spreading viruses, and trashing Corporation assets and programs.

Criminals

Criminals are in it for themselves. All runners are technically criminals, at least if you ask the corps, but these runners embrace it. They make self-interest an art form and don't care who gets hurt so long as they get ahead. Many Criminals engage in more traditional forms of crime as well, stealing data and money with equal gusto. Criminals are good at covering their tracks and employing a variety of dirty tricks to attack from an unexpected angle.

Shapers

To others, **Shapers** seem like idealistic naifs. They're not motivated by rage against the corporate injustice that is a daily fact of life for the underclass. They're not in it for the money. Many never understand why Shapers do what they do, but it's not actually very complicated. Shapers are motivated by curiosity and a certain amount of pride. A Shaper may orchestrate a data raid as underhanded and destructive as the most frothing Anarch, but his goals are different: the Shaper just wants to see if he can do it. Shapers are also tinkerers and builders, and they push their hardware and software beyond their limits.

Chaos Theory

Freedom wasn't new, exactly. Chaos Theory had always been free, ever since she'd been born—invented, really—when Olivia was thirteen. But Chaos Theory had only ever lived on the Network, and her freedom had been a curiously limited thing of skating around the edges of rules. The freedom she enjoyed had been bounded by her physical self, by her need to be Olivia and go to school and keep her dads off her back, as much as by the laws and parameters of the Network, the ice and the corps. Chaos Theory had gotten good at getting around both those sets of limitations.

But now she could be Chaos Theory all the time. She stood in the middle of her own apartment—well, more of a squat. But she liked to think of it as an apartment, because it's not like she was homeless, not like she was a *disenfrancisto*. Four walls—three and three-quarters walls, anyway—a roof, power, water, and an illegal Network tap. What more could a girl want?

Her dads didn't understand. "How are you paying rent?" Daddy had asked. She didn't know how to explain the way that el Barrio Sombrío's shadow economy relied on favors, so she'd just told him not to worry about it. She wasn't worried about it—much. "Is this all you're taking?" Papi had wondered over her single sad box of clothes and toiletries. She'd added a box of knick-knacks she couldn't bear to throw out in front of her parents. Maybe she could pawn them if she needed the cash.

They still wanted her to go to school, go for the corp engineering track at Levy U like Daddy. That would be the safe life, the boring life. That would be Olivia's life, and Chaos Theory wasn't having it. Freelancing for indie codeshops was enough for now: it gave her pocket money for food and gear. Doing odd jobs and favors for Rotor, the block boss, kept her flat safe and kept the power and water flowing; most recently she'd sorted out a little records issue down at the NAPD and got his minihopper back.

And Rotor had contacts. He had other friends who needed jobs done, who needed a runner, some of whom could pay pretty well. Some of those jobs were more illegal than others. Some of those friends were tri-maf, she was pretty sure. She was free to not take those jobs, of course. "Also free to starve," she muttered.

"I dunno, Dino, is that the life I want for me?" She perched on the stack of crates beneath the hole in her wall. It was nice, like a window. New Angeles had a perfect climate, anyway—it never got cold. Who needed walls? Just put up a tarp when the acid rains came. This is fine. No one had said heading out on her own was going to be easy.

Dinosaurus's plush green head turned to watch her, but he didn't say anything back. His personality subroutines were pretty basic, not much expanded from where they'd started when he had just been a Sunshine Junction toy, what, six years ago? "When I imagined getting out on my own, doing odd jobs for the tri-maf isn't where I saw myself. You know?"

"Yup," said Dino.

"But it's not like I don't *want* to be a runner. I mean, the way people talk about Noise, about Mac, those guys are legends. They've done amazing things." She sighed, leaned back, and watched the rain. "Is this what freedom really is? Free to worry about whether I'm doing the right thing? Free to stress out over where my next paycheck is coming from?"

She glanced over at Dino, who yawned and threw a dizzying array of virt panels out of his mouth, hovering in the air near her. Messages, server diagnostics, notes from herself, all the projects she'd left half-finished to move into the new apartment. And a "gentle suggestion" from Rotor as to her next gig.

"Freedom doesn't taste as good as I'd hoped," she said, picking up her neural amp. "Okay, we do this job for Rotor, then I can pick up the White Rabbit thing." She jacked in.

La Reina Roja

She fell up, toward a shimmering surface like that of the ocean, and broke through into the chessboard. Red and white pieces marched in their serried ranks, pawns doing battle and derezzing in an explosion of voxels. She touched down on the board in the red queen's space.

The sixfold chessboard was her battlefield, the red and white pieces the soldiers. Somewhere beyond lay her goal: the military records somehow, for some reason, now in the hands of an NBN subsid. Records that should have been purged, that she should have—

She was letting herself get distracted. She focused her attention on the board, on the white pieces: stubby, regular pawns; erratic, dangerous knights; swift-moving, disruptive bishops. They were a threat and a puzzle, one that she had to solve quickly or she'd wind up tagged. *And tagged is halfway to fragged.*

She sent her red pieces forward with a wave of her hand, ripples of rouge pawns marching in flagrant disregard of the rules of chess. Not that runners were big on rules. *The only rule is victory.*

While the pawns moved forward and died under the onslaught of the white knights, she flipped herself up to the chessboard directly above her head, the ceiling of the six-chessboard-room, where yet more red and white pieces did battle. Each movement, each shift of her Self and pieces, reflected an action within the server, a line of code compiling or a subprocess crashing or a function call. The raw data crashed like a tsunami—*no, don't think about that*—like a firehose into her mind, filtered by Deep Red and her BMI and her own training into this metaphor she saw around her, this caïssa. It was almost impossible to interpret what the movement of the pieces truly meant, in this false reality. But it was preferable to the alternative.

White pieces rezzed on all six boards, smashing through the red pieces and hunting for her. *Time always favors the side with more resources.* Reina's chess set lacked a king. "Checkmate" was when the queen fell. But just as in proper chess, the red queen was the most powerful piece on the board.

Reina streaked forward, slashing through a white knight with the edge of her hand. She gestured and a red rook appeared before her, then went barreling ahead, smashing white pieces out of the way. Her heart pounded in her chest—was it her heart? Or her brain, lying to her?—and the white pieces flew past her too fast to see. She flipped again, up and to the left to a new board, where her red pawns were still managing to hold a patch of empty space.

A chime sounded in her mind and a new white piece rezzed, an enormous king that broke into the sixfold board from outside. It flickered like static, becoming an imperious winged figure somewhere outside reality, then became an ivory king once more. It was fighting against Reina's paradigm, trying to create itself within her imposed reality. *Dangerous.*

Reina hurled herself at it, creating knights at her flanks and encircling the white king. She trusted in Deep Red, in her subconscious, and in the luck that had carried her so far. The angel-king's ethereal wings lashed out, smashing a knight to voxels—then it was a chess piece again. Reina dashed forward, felt her attacks skitter harmlessly off the thing's smooth marble surface. *Attack when the enemy is weak; retreat when the enemy is strong.* She was doing the opposite. It flickered again, spreading its wings, holding aloft a torch that burned like its eyes. *Now.*

She struck and pulled its heart out, and data began scrolling through her mind. Names, dates, incident reports. *José Rafael Cruz.* The one name she couldn't ignore. She pulled up the file and felt the bottom fall out of her world.

Gabriel Correa Santiago, "El Lobo"

The first thing he does on jacking out—the very first thing—is reach for the gun. He sits up from the chair, lets his cybereye scan the room. No sign of anything amiss, but El Lobo isn't one for taking unnecessary chances. He tucks his console back into the bag, rolls up the cord, and in five minutes there's no trace he was ever there.

Climbing up from the undercity is like traveling through time, moving from his past to his future. From darkness and poverty, streetbangers and *callejeros* hustling for the next score, through the flashing lights of seedy commerce, up to the hopper pad where his Gwangju awaits him. "You've come a long way," he murmurs as he settles back in the hopper and stows his gun close at hand.

He lets his console set up a decryption routine for his haul while the autopilot takes him to his place in Rutherford. His palatial suite in Rutherford, because what is the point of all this if you live in a fragging squat drinking rainwater and sleeping on a cot?

Gabriel's suite isn't on the top floor, (because that's just begging for trouble), but it is near the top, over a klick above the unseen ground below. It's a hotel suite that takes up most of the west wall of the ark. From this perch, he can watch the sun set over the Pacific as he wakes up and starts his day. The marble bathtub means unwinding in luxury at daybreak. And best of all, someone else comes in and cleans up after him when he's done. He leaves big tips, because he can, and because having the staff on his side can only help if something goes wrong. The whole staff was replaced with androids a while back, but he still tips 'em. Maybe the androids use the creds themselves, or maybe their bosses take it away from them at the end of shift.

After a shower and a shave, he checks his rig. The files are decrypted. His console has already flagged the valuables. He could, in theory, take the rig online right here and sell them on the Shadow Net, but that would be mixing business and pleasure, putting his comfortable life here at risk. So instead he slides the console back into his bag, chooses his best suit, and walks back to the hopper pad.

There's a couple ahead of him—a Nipponese woman and her Latino boy toy, already tipsy—giggling as the clone valet ushers them toward their hopper. It's a HaasAuto Exemplar. Half a million, easy. Real leather seats. Luxury interior, AI with manual override.

Gabriel looks at his own hopper and hates it. A Gwangju? What was he thinking? He deserves better. He could grab his gun and, with two squeezes of the trigger, take the woman's hopper from her. But it'd be a vulgar crime. Stupid. Unprofessional. Too public.

He climbs into the hopper and tells it to take him to Esmeralda's. He has data burning a hole in his pocket, data that needs a buyer. And he needs money, desperately. HaasAutos are not cheap.

Haas-Bioroid

"Effective. Reliable. Humane."

With headquarters in New Angeles and major branch offices in Chicago, Cologne, Heinlein, Johannesburg, and Sydney, Haas-Bioroid is the world leader in cybernetics and artificial intelligence. The most iconic and recognizable products made by Haas-Bioroid are the bioroids themselves, androids built with cybernetic technology and with artificially-intelligent minds designed around sophisticated imaging of human brains.

Bioroids are a new technology but have already changed humanity forever. As android labor becomes cheaper and more widely available, ordinary humans, mostly in the lower class, find themselves unemployed and replaced by a bioroid or clone. Although bioroids are less controversial than the humanlike clones, they attract a good deal of vitriol, hatred, and even violence.

The "labor solutions" market is controlled by Haas-Bioroid and their chief competitor, Jinteki. Both corporations have become enormously wealthy through their joint monopoly. Haas-Bioroid holds the patent on bioroids and most of the necessary technology for developing a proper artificial intelligence. They aggressively protect their patents and their market position through any legal means available–and, if certain alarmist watchdog organizations and fringe elements are to be believed, any illegal means available as well.

In addition to the creation of artificially-intelligent bioroids, Haas-Bioroid has been experimenting with specialized bioroids dedicated to network security and other tasks that are traditionally the role of software agents (so-called "weak" AI). Bioroids tasked for purely network usage have a proven ability to interact with the brains of users employing a neural interface, with occasionally lethal results. There are also some indications that these bioroids are less "well-adjusted" than others who possess a body and may interact with human beings in a more traditional manner. Haas-Bioroid denies any allegations that their software-purposed bioroids are unstable or have ever been implicated in the brain damage of human users.

Haas-Bioroid prides itself on quality craftsmanship and superior design. In addition to bioroids, Haas-Bioroid and its subsidiaries produce commercial-grade and medical cybernetics, prosthetics, industrial robots and machinery, mind-machine interface devices, and consumer electronics.

Jinteki

"When you need the human touch."

The traditionally conservative Jinteki corporation is now being led by an aggressive new chairman of the board, Chairman Hiro, through a series of upheavals and transitions. Alongside rapid developments in the field of cloning and biotechnology in the last decade, the corporation has relocated its headquarters from Tokyo, Japan to New Angeles, acquired or built laboratories on Mars, and shifted its recruitment policies to diversify its research and sales forces. Branch offices have also been granted more autonomy and localized marketing has increased sales of consumer-model clones (though most clone sales are still business-to-business).

This upheaval mirrors unrest in society at large in the past decades, and the cause is the same: androids. Jinteki owns the patent on the process that creates humanlike clones, biological androids tailor-made by the "genegineers" of Jinteki. As this controversial technology becomes cheaper and more robust, more and more humans find themselves replaced in the workforce by cheaper android labor. While some Jinteki corporation products (such as the vacuum-tolerant "turtleback" clones sometimes seen in Heinlein or on the Beanstalk) bear only a faint resemblance to human beings, others are virtually indistinguishable, marked only by barcode tattoos on the backs of their necks.

Jinteki markets its clones as more personable and person-like than the robotic bioroids built by their chief competitor. Clones are inherently adaptable and intuitive, just like a real person, and are able to establish empathy with real humans more easily than other androids. They excel in service industry positions, although heavy-labor and industrial-process clones are also readily available. Rumors exist of clone projects that explore the potential of human psionic ability, but such claims are dismissed by serious scientists. Jinteki has performed extensive research on the human brain and mind-machine interface technologies, but this is because so-called "braintaping" technology is essential to their production process.

The new, sleeker, more modern Jinteki prides itself on adaptability, aesthetics, and a connection to the natural world. Jinteki is proud of its heritage as a Japanese corporation and embraces a traditional aesthetic as part of its corporate identity. In addition to clones, Jinteki and its subsidiaries specialize in biotechnology, cloned organs, pharmacology, agriculture, and medical equipment.

NBN

"Someone is always watching."

The largest media conglomerate in the world is NBN, which at various times in the company's history has stood for Network Broadcast News, Net Broadcast Network, and Near-Earth Broadcast Network. Now simply known as NBN, the corporation is headquartered right on Broadcast Square in New Angeles after relocating from SanSan in the early 30s. NBN also has offices and broadcast equipment along the entire length of the New Angeles Space Elevator, particularly at Midway Station and the terminal space station known as the Castle.

NBN owns or operates five of the ten top-rated content streams worldwide. From music to threedee, news broadcasting to sitcoms, classic movies to interactive sensies, NBN does it all. NBN produces or licenses more content every day than a human being could consume in a year and boasts sophisticated secretary software agents to aid the consumer in locating the highest-quality content that best matches his user profile.

NBN's revenue streams are as complex as the web of network and broadcast infrastructure it owns. Its broad array of content and sophisticated, user-friendly delivery systems have garnered NBN an enormous number of subscribers at various membership levels in a variety of media markets. By collecting and collating viewership information and habits, NBN is also the world's leading media and marketing research firm, with zettabytes of information on such subjects as the buying habits of thirty-year-old college-educated single mothers. NBN can sell this data to other corporations, and also provide precision-targeted advertising to that same subscriber list. NBN-produced advertising uses psychographic profiling and the latest neuroscience and braintaping techniques to promote message penetration and brand retention.

The market dominance of NBN means that in most markets even non-subscribers must use NBN-owned infrastructure to access the network at all. As a result, a large percentage of data and media in all of human society passes through NBN. Privacy advocates worry that NBN has too much access and control over communications and media, and condemn NBN for its cooperation with repressive Mediterranean regimes. Some worry that NBN is using its wealth of data for purposes more nefarious than advertising, and that there is a reason why no antitrust laws were ever enforced against the corporation by U.S. or world governments.

NBN is a model of corporate efficiency, agile and responsive to an ever-changing marketplace. It does more than simply read the market; it steers it.

Weyland Consortium

"Moving Upwards"

Aside from its dramatic and public association with the New Angeles Space Elevator, better known as "Jack's Beanstalk" or simply "the Beanstalk" after designer Jack Weyland, the extent of the Weyland Consortium's holdings is little known among the general population. This shadowy organization owns or invests in other corporations, leveraging the enormous assets granted them by the Beanstalk to buy and sell smaller megacorps at an alarming rate.

For the past several decades, the Weyland Consortium's obvious specialty has been construction, a legacy of its involvement in the Space Elevator project. Many of its subsidiaries are construction companies, often on a local level, or suppliers for construction companies. By some estimates, half the arcologies in New Angeles were built by a Weyland Consortium-controlled company, and cunning accounting and business practices ensure that even when the client companies fold, the Consortium somehow comes out ahead.

Part of the secret of the Weyland Consortium's success lies in its ability to secure government contracts and lobby for favorable legislation, especially in the United States and China. It is often a war profiteer, securing lucrative reconstruction bids in the Mediterranean, United Korea, and the Sub-Saharan League nations. In the wake of the Lunar War, Weyland snatched up almost 70% of the orbital reconstruction contracts on Earth and nearly all of the Heinlein contracts. Unfortunately for Weyland, its apparent magic with local governments does not appear to extend to the Martian separatists, who consider the Weyland Consortium a corporate extension of Earth's hegemony.

Still, Weyland remains confident that the bright future of the human race is in outer space. The Consortium is a major source of funding for space exploration and continues to acquire aerospace and orbital construction companies. Some suggest that the Weyland Consortium seeks a monopoly in outer space, that it wants to control all human habitation outside Earth's atmosphere. Many of these alarmists are Martians who distrust the Weyland Consortium on principle.

Given the Weyland Consortium's proclivity for operating in war-torn regions, it should be no surprise the corporation is comfortable playing hardball. While little has been proven, some mysterious deaths are blamed on elements within the Consortium. Weyland favors a brute-force approach to most problems, using its vast resources to get its way.

Deckbuilding

In a Living Card Game, players can customize their decks by adding and removing cards, creating a unique play experience.

Why deckbuild?

Deckbuilding is a great way to experience the game in a completely new way. Instead of adapting to the game, you can force the game to adapt to you. Deckbuilding opens up new strategies, new experiences, and ultimately can lead to more exciting games where you feel more invested. When you deckbuild, you do not just participate in the game; you actively shape how the game is played.

When first building a deck, it is usually a good idea to start with one of the starter decks for a faction rather than start from scratch. A faction's starter deck is comprised of all cards of that faction in this core set plus all the appropriate neutral cards for that faction's side (Corp or Runner). After playing *Android: Netrunner* a few times with these different decks, you should have a general idea of what the various cards do.

Pick your favorite faction, and then modify that faction's starter deck by switching out some cards for cards from other factions. In most cases you will want to build a deck close to the minimum deck size, as it makes your deck more efficient. Don't worry about building the perfect deck–enjoy the process and try out cards that are appealing to you and seem fun to play with.

Another thing the Corporation should consider is how much ice you have in your deck. You will want to make sure you put in enough to stop the Runner. We recommend building about 15-20 pieces of ice into a 45-49 card deck when first building new decks. Also make sure you have enough ways to generate credits quicker than the regular "for 1" action. Having a strong economy will give you plenty of credits to spend and put a lot of pressure on your opponent.

Once you've built your deck, it is time to play some games! This is where you will begin to understand whether or not your deck is working. Do you have enough resources? Is your ice too expensive? Are you drawing your icebreakers fast enough? Figure out what the weak points of your deck are, and try switching out some cards. Looking through your cards again, you may even have another idea for a different deck!

Restrictions

When building a deck, players must observe the following restrictions:

- A deck must be associated with a single identity card, and cannot contain fewer cards than the minimum deck size value listed on the chosen identity card. There is no maximum deck size, but the deck must be able to be sufficiently randomized in a short period of time. Identity cards, reference cards, and click tracker cards are never counted as part of a deck and do not count against the minimum deck size.

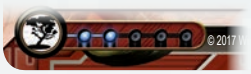
- A deck cannot have more than three copies of a single card (by title) in it.
- A deck associated with a Runner identity can never contain Corporation cards, and vice versa.
- A Corporation deck must have a specific number of agenda points in it based on the size of the deck, as follows:
  - 40 to 44 cards requires 18 or 19 agenda points. (**Note**: Identities in this set all have a 45 card minimum)
  - 45 to 49 cards requires 20 or 21 agenda points.
  - 50 to 54 cards requires 22 or 23 agenda points.
- For decks larger than this, add 2 additional agenda points to the 54 card deck requirements each time the number of cards in the deck reaches a multiple of 5 (55, 60, 65, etc.).
  - For example, a 66 card deck requires 6 additional agenda points (2 at 55, 2 at 60, and 2 at 65 cards). This gives a final requirement of either 28 or 29 agenda points.

- A deck cannot contain out-of-faction cards with a total influence value that exceeds the influence limit listed on the chosen identity card (see "Influence" below). Cards that match the faction of the identity card do not count against this limit.

Influence

A player may wish to include cards in their deck that do not match the faction of his identity card. There are many powerful cards in each faction and each faction has things they specialize in, you will frequently want to use most of your influence to bring these powerful tools to your deck. If you aren't sure what to add, look for broadly applicable cards like icebreakers or ice. For the Corporation, a surprise rez of an out-of-faction ice can be an important turning point in the game!

The number of out-of-faction cards is restricted, however, by the influence limit on the identity card. The combined influence value of out-of-faction cards in a deck cannot exceed this limit. Each card's influence value is represented by small blue orbs near the bottom of the card.



A card with 2 influence.

A card with no influence.

Neutral cards are not part of any faction, can be used in any deck of the side they are affiliated with, and generally have an influence value of zero.

Note: Some cards do not have any influence value (this is different than a card that has an influence value of zero). These cards are identified by their lack of an influence box. A card without an influence value cannot be used with an identity card that has a different faction affiliation.

Credits

Original Game Design: Richard Garfield

Android: Netrunner Game Development: Lukas Litzsinger

Revised Edition Development: Damon Stone with Erik Dahlman and Michael Boggs

Rules Text: Adam Baker, Michael Boggs, and Erik Dahlman

Editing: Jacob Morris and Damon Stone

Android: Netrunner Graphic Design: Michael Silsby with Chris Beck, Shaun Boyke, Dallas Mehlhoff, Andrew Navaro, and Evan Simonet

Revised Edition Graphic Design: Monica Helland with Mercedes Opheim

Graphic Design Manager: Brian Schomburg

Cover Art: Adam Schumpert

Art Direction: Andy Christensen and Zoë Robinson

Managing Art Director: Melissa Shetler

Producer: Erik Dahlman

Android Universe created by: Kevin Wilson with Daniel Lovat Clark

Android Story Team: Daniel Lovat Clark, Michael Hurley, Lukas Litzsinger, Katrina Ostrander

Production Management: Megan Duehn

Licensing Manager: Simone Elliott

LCG Manager: Chris Gerber

Creative Director: Andrew Navaro

Executive Game Designer: Corey Konieczka

Executive Producer: Michael Hurley

Publisher: Christian T. Petersen

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Corporation Action Overview

- : Draw One Card
- : Gain One Credit
- : Play One Operation
- : Install One Card
- , 1: Advance One Card
- , 2: Trash One Resource if the Runner is Tagged
- , , : Purge All Virus Counters

Runner Action Overview

- : Draw One Card
- : Gain One Credit
- : Play One Event
- : Install One Card
- , 2: Remove One Tag
- : Make One Run

Haas-Bioroid

Jinteki

NBN

Weyland Consortium

Anarch

Criminal

Shaper

Symbols

The following symbols appear on cards:

: This symbol stands for **CREDIT**. It always appears with a numeral, such as 1, which means "one credit," or 3, which means "three credits."

: This symbol stands for a single **CLICK**. Multiple clicks are represented by multiple symbols, such as , which means "two clicks."

: This symbol stands for **RECURRING CREDIT**. It always appears with a numeral, such as 1, which means "one recurring credit," or 3, which means "three recurring credits." Recurring credits are placed on a card when the card becomes active, and can be used immediately. Any recurring credits a player spends are replaced on their host card at the beginning of that player's turn. A player can only spend these credits as instructed by their host card.

: This symbol stands for **LINK**. It is always used with a quantity, such as +1, which means "plus 1 link."

: This symbol stands for **MEMORY UNIT**. It always appears with a quantity, such as + 2, which means "plus 2 memory units."

: This symbol stands for **SUBROUTINE** and only appears on ice. Each symbol marks a single subroutine on a piece of ice.

: This symbol stands for **TRASH**. It is used to represent trashing the card as a cost, such as ": Draw 2 cards," which means "trash this card to draw 2 cards."